

ABSTRACT OF THE DISCLOSURE

The present invention relates to a rasterizer interpolator. In one embodiment, a setup unit is used to distribute graphics primitive instructions to multiple parallel rasterizers. To
5 increase efficiency, the setup unit calculates the polygon data and checks it against one or more tiles prior to distribution. An output screen is divided into a number of regions, with a number of assignment configurations possible for various number of rasterizer pipelines. For instance, the screen is sub-divided into four regions and one of four rasterizers is granted ownership of one quarter of the screen. To reduce time spent on processing empty times, a problem in prior
10 art implementations, the present invention reduces empty tiles by the process of coarse grain tiling. This process occurs by a series of iterations performed in parallel. Each region undergoes an iterative calculation/tiling process where coverage of the primitive is deduced at a successively more detailed level.